



Venturing Explained

How to run a Venturing Explained session

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ABOUT VENTURING EXPLAINED

Introduction to Venturing Explained

This booklet provides both a Venturer Unit and the Zone and Regional Venturer Leaders with information that will enable them to run a Venturing Explained information session for young people who are contemplating or are about to join Venturers.

Marketing or Selling Venturing?

These are two quite different approaches.

1. **Marketing** is where you are promoting Venturing and Scouting and explaining what it's all about, usually to a whole Scout Group or at a shopping mall or school.
2. **Selling** is where you are endeavouring to sell the idea of joining a particular Venturer Unit to a group of Scouts or teenage members of the public.

This booklet is mainly aimed at a Unit selling Venturing to older Scouts. However, the information included can be readily adapted for either approach with help from an experienced presenter such as the Zone Training Leader or the Zone Venturer Leader.

Flexible approach

As mentioned above, people presenting Venturing Explained sessions need to think carefully as to the best approach when running it.

There are at least four different ways of running a Venturer Explained.

1. Run by an existing Venturer Unit for Scouts who will soon be old enough to join Venturers. This booklet was prepared with this in mind.
2. Run by an existing Venturer Unit for non Scouts who will soon be or are old enough to join Venturers. Adapt the contents of this booklet if needed, and maybe mention the Venturer Promise and Law and Code of Conduct etc.
3. Run by a Venturer Leader or a Zone Venturer Leader for Scouts and aiming to start a new Venturer Unit. Focus more on the fun activities and self programming concept.
4. Run by a Zone or Regional Venturer Leader who is presenting to the public as part of a Marketing promotion. Focus more on outcomes such as fun, self confidence, team leadership, self reliance, the outdoors, skills for life, National Schools and qualifications that may help when job hunting (Queen's Scout Award).

Marketing suggestion

Regional or Zone Venturer Leaders embarking on a project to Market Venturing within a Zone should seriously think about forming a small team of Venturers from local Units and using them to present the sessions to the community.

- Care is needed when selecting the team as you need outgoing, articulate Venturers who are enthusiastic about their Units and have the charisma to enthuse an audience.
- Once selected, you will need to train them and hold one or two practice sessions until they feel confident enough to run the session.

The aim of a Venturing Explained meeting

A Venturing Explained is a meeting where the Unit members get the opportunity to explain to the older Scouts or other young people why they should consider joining Venturers. The topics covered may include:

- That Venturing is the section of Scouts for 14 to 18 years olds
- The sort of activities the Unit does
- How the programme is planned and organised
- The Unit Executive and its role
- How a Venture is run and how it differs from a Jamboree
- The range of National Schools available
- The Award Scheme and the value of the Queen's Scout Award.

When to host a Venturing Explained meeting

Youth members in Scouts are expected to shift from one section to another at the end of the third school term. This means that the Unit needs to hold a Venturing Explained in the 2nd school term so that the older Scouts have time to work on the Venturer Badge and then be invested the night they join Venturers.

Where to hold a Venturing Explained meeting

If you want to make the Scouts feel a bit special, invite the older Scouts and their leaders to the Venturer meeting and have everyone present. Put on supper and spoil them all a bit. If you really want to make a good impression, invite the parents as well, then you really will increase your chances of success.

Why invite the Scout Leaders and parents? You need them on your side, encouraging the Scouts to go to Venturers and not just leave. Educate the adults about how Venturers operate and get them enthused about the section and its aims.

How long should it take ?

Allow about 90 minutes and include one or two games or activities to break up the presentations. Parents quite enjoy games as well, so find activities they can do and have them compete with the Venturers and Scouts.

Who should present the sessions ?

The Unit Chairperson should be the facilitator and make sure everything runs smoothly. If you can, give various members of the Unit 10 minutes or so each to talk about the various topics. Choose your speakers carefully. While they all need the experience, you also need a polished presentation.

If you have a person in the Unit who is the one who invited most of the new members, give them the job of winding it all up and saying how much the Unit would enjoy having the Scouts join.

Practise is vital

Hold at least one rehearsal so everyone gets their head around the sessions and also get to feel comfortable presenting.

Most of the practise can be done in your head whenever you have spare moment. But you still need to hold one rehearsal to trial the seating, the lighting levels, and the power supply for the sound system, computer and projector if using them.

Resources needed

You can choose to present with or without technology, but whichever you choose, make sure you have a very visual presentation with slides, photos and charts to back up the information you wish to share with the audience.

Computers

Many Venturers have access to computers so that should not be an issue. Try and get two though. If one fails you may need the second one.

Projector

Nearly all Zones in the country have a projector available. Ask your leaders to request a loan of the projector. Try it out to make sure it works the night before the presentation and make sure you return it promptly the next day,

White Board or flip charts

Have these handy and write down the key points to reinforce them. If not using a computer, prepare the charts several days in advance and practise using them. For text, always write in dark blue or black and in letters 50mm high. Use other colours for highlighting only.

Photos

Use photos of Unit activities if you have them, to illustrate the programme and meetings. If not, get some off the National Website. Look in the Venturer Section for the photos.

Music

Soft upbeat music playing when your guests arrive will work wonders for creating a positive environment. Watch people faces as they approach the door. When they hear the music they often start to smile. You have broken the ice already and success is that much closer.

Video Clips

Video Clips are available for all the National Schools and for the Venture and Jamboree. They break up the evening nicely and help promote Scouting as well as your Unit. Contact the Regional Office if you cannot find any Video Clips. **Hint:** Download a copy of any slide show or video if you can. They will load quickly and you don't run the risk of not being able to show them if the internet link fails.

Make the presentation your own

This booklet is a guide. Put the presentation in your own words and use your own photos if you have them.

Invitations

Design an invitation and give copies to each Scout or young person the Unit intends to invite. Make sure you include all the details so that the parents concerned are fully aware of the arrangements and the aim of the meeting.

MEETING PROGRAMME

This is a really important tool

The programme sets out what is to happen and when, and who is going to do what.

Make sure the whole team has a copy and give a copy to the visitors as they arrive. People are more receptive to information if they have an idea for what is happening and when. They also like to know who is presenting so make sure the name of the presenters are listed as well.

Sample programme

Venturing Explained Meeting programme

The Non-such Venturer Unit welcomes you to their Venturer Explained evening for Scouts, Leaders and parents.

7:00pm	1 Welcome by the Venturer Unit Chairperson (John Taylor) Prayer and introduction of the presenters and unit members
7:10pm	2 An overview of Venturers (Jane Thompson)
7:20pm	3 Recent activities held by the Unit (Mike Brownlee)
7:30pm	4 Brainstorming session for the next term's programme (Julie Smith)
7:45pm	5 The Unit Executives role (John Taylor - Chairperson)
7:55pm	6 Activity - Guests versus Venturers
8:10pm	7 Venture versus Jamboree – these are the differences (Cathy Wallace)
8:25pm	8 The Scout National Schools (Jim Matthews)
8:40pm	9 The Scout Awards scheme and Queen's Scout Award (Venturer Leader)
8:50 pm	10 Questions and then supper (John Taylor and Venturer Leader)

The programme above is a guide but keep in mind that you do really need to cover all the topics listed.

The following pages will lead each presenter through the points they need to cover and will also give some pointers on how the session might be presented.

If presenting to non Scout people, you may need to change the focus a bit and make time to include more about the Scout Promise and Law and Code of conduct etc.

CHECK LIST FOR THE FACILITATOR

Tick off the various points once you know for certain that the tasks have been completed.

Task	Person responsible	Advised	Checked and ready
Set a date, place and time	Unit Exec		
Book the venue			
Arrange a projector			
Arrange computers			
Contact Scout Leaders for names			
Invitations sent out			
Arrange white board and pens etc			
Appoint presenters			
Appoint supper/catering people			
Power leads and power boards			
Calculate the budget costs			
Session 1 Welcome			
Session 2 Overview			
Session 3 Recent activities			
Session 4 Brainstorming			
Session 5 Unit Exec			
Session 6 Activity			
Session 7 Venture vs Jamboree			
Session 8 National Schools			
Session 9 Award Scheme and QS			
Session 10 Questions			
Hold a rehearsal and check equip.			
Return equipment / projector			

1. WELCOME / INTRODUCTIONS

Aim of the session

To greet everyone as they arrive and the officially welcome them, introduce the presenters and get the meeting started.

- By the time the meeting is due to start, everyone will have been acknowledged and made to feel welcome and comfortable.
- The time spent introducing people is invaluable in that people will become comfortable and more receptive to the information you are going to impart.

Time

Allow 10 minutes for the introductions and official welcome.

Key points

Topic	Key points	Resources
6:50pm Stand at the doorway	Greet everyone and introduce yourself.	Hand out the programme
7:00pm Official welcome	Welcome everyone. Cover emergency exits and location of facilities.	
Introductions	Introduce : <ul style="list-style-type: none">• the presenters• other Unit members if any (include leader)• The adults and Scouts• Questions will be taken at the close of the meeting.	
7:10pm Introduce the first presenter		

2. OVERVIEW OF VENTURING

Aim of the session

The aim of this session is to give the audience and quick overview of Venturers and in doing so, set the scene for the other presenters.

Time

Allow 10 minutes for this session.

Key points

Topic	Key points	Resources
7:10pm State the aim of the session	Adapt the following words to suit your own Unit. "Good evening everyone. I am going to give you a quick overview of Venturing and then pass you on to the next presenter."	Create a slide show to illustrate your points.
Ages ranges	<ul style="list-style-type: none"> • Venturers start at about 14.5 years and continue on until 18.5 years. • Scouts usually move to Venturers at the end of the 3rd School term. • Venturers have to leave before their 19th birthday. 	
The Aim	The aim of SCOUTS is to develop the physical, intellectual, emotional, spiritual and social skills of young people so they may play a constructive part in the community.	
Achieving the Aim	We can achieve that aim by encouraging young people: <ul style="list-style-type: none"> • To belong to a team • To earn respect as an individual • To gain self esteem • To develop natural abilities • To gain new skills • To develop sound moral values • To experience success and personal satisfaction • And above all, to have FUN..... 	
We meet	<ul style="list-style-type: none"> • Once a week at this location 	
The Unit Executive	The Unit Executive currently consists of the following: <ul style="list-style-type: none"> • Chairperson • Treasurer • Minute Secretary • Etc 	

Topic	Key points	Resources
The size of the Unit	<p>A unit really needs a minimum of about 10 members to enable it to function effectively.</p> <p>There is no upper limit and some Units in NZ have over 30 members.</p>	
We plan our own programmes	<p>The National Service Centre send out themes we can use to develop our own programmes.</p> <p>We have programme meetings once or twice a year to brainstorm ideas and appoint Activity Leaders who will organise the activity with help from the Chairperson and Venturer Leader.</p>	
We also fundraise	<p>We fundraise for our activities and most of our equipment, although we borrow from the Scout Troop when we can.</p>	
Pass on to the next presenter	<p>I hope you now understand how our Unit operates. Now I will pass you to</p> <p>..... who will tell you about some of our recent activities.</p>	

3. RECENT ACTIVITIES

Aim of the session

The aim of this session is to show the audience the type of adventurous and challenging activities Venturers undertake.

Resources and suggestions

If your Unit is new or not been active lately, have a look on the National Website under Venturers and seek out some photos that will illustrate the type of activities that appeal. You should include the following in your presentation:

- the Velocity Course
- the Cooksey leadership course
- any service projects.

Don't touch on the Jamboree or Venture as others will discuss those activities.

Time

You have 10 minutes for this session.

Key points

Topic	Key points	Resources
7:20pm State the session aim	"Good evening, I am going to show you the type of activities Venturers undertake although of course that is dependent on fund raising being successful".	Create a slide show to illustrate your points.
Choose two different types of activities (total 6 mins)	Spend about 3 minutes on each activity, using photos if you can, to show the Unit members or other Venturers taking part.	
Training courses (3 minutes)	<p>Explain the three training courses available to Venturers:</p> <ol style="list-style-type: none"> 1. Velocity Course – for new Venturers. This course explains how Venturers is run and how to get the most out of being a Venturer. 2. The Cooksey Leadership Course. This is for older Venturers and teaches them how about programme planning, risk management, Activity Leadership and about project planning. 3. The Unit Executive Course. This teaches Venturers who are taking up Executive roles what is required of them and how to carry out each of the roles. <p>Introduce the next presenter.....</p>	

4. BRAINSTORMING A PROGRAMME

Aim of the session

To show the parents and Scouts how the Unit gets ideas for the programme.

Pick a theme from the National Venturer Programme sheet and run a quickfire brainstorming session for ideas. The aim is to involve the Venturers, parents and Scouts in actively thinking about potential programme activities and through doing this, get the support of all parties, particularly the parents.

Time

Allow 15 minutes for this activity.

Key points

Topic	Key points	Resources
7:30pm State the aim of the session (1 minute)	"Good evening everyone. We are going to do some brainstorming for ideas for the Term programme. The National Theme is....."	Flip Chart or white board and pens. Ask someone to write the ideas on the board.
5 mins	"Could I have some ideas based on the theme please. They can be as wild and silly as you like". Write up the ideas and try to group them if you can. Make sure the parents are contributing ideas.	
4 mins	Get the audience to try grouping similar ideas together and then start to assess them as being impractical and practical. Look for ideas you can adapt. e.g. 'Fly to the moon' could become a visit to the local airfield to find out about flight training.	
5 mins	Come up with say 3 practical ideas for the term and if time permits look at what training would be required before undertaking one of them.	
1 min	Now I would like to pass you over to who is going to talk about the Role of the Unit Executive.	

5. THE ROLE OF THE UNIT EXECUTIVE

Aim of the session

To give the audience an overview of the role of the Unit Executive and their responsibilities so the parent and the Scouts understand how the Unit operates.

The key points given below illustrate an ideal situation. Adapt your presentation to cover the current situation for your Unit and then indicate changes that may be if necessary in the future.

Time

Allow 10 minutes

Key points

Topic	Key points	Resources
7:45pm State the aim of the session	"Good evening everyone. I am going to give you a quick overview of the role of the Unit Executive."	Use a slide show to illustrate your points.
3 mins The Committee members	There are five main roles in the Unit Exec <ul style="list-style-type: none"> • The Chairperson • The Treasurer • The Minute Secretary • The membership officer • Activity Leaders 	
Chairperson 1 min	The Chairperson chairs the meetings and generally leads the Unit with help from the Venturer Leader.	
Treasurer 1 min	The Treasurer receives and banks all receipts, and organises the payments once they are approved by the Executive. Also provides a financial statement for each formal meeting and prepares the annual accounts each year.	
Secretary 1 min	The Minute Secretary keeps the minutes (or notes) of each formal meeting and sends copies out to each Venturer.	
Membership Officer 1 min	The Membership Officer keeps in touch with the Scout Troop(s) and makes sure Scouts old enough to come to Venturers are kept informed and invited to one of these meetings.	
Activity Leaders 1 min	Activity Leaders attend any Exec meeting where the activity they are leading is being discussed.	
	I am now going to hand you over to	

6. ACTIVITY OR GAME

Aim of the session

To give the audience a chance to stretch their legs and have some fun. Also give their minds change for a few minutes so they are ready to absorb some more information.

Time

Allow 15 minutes for this activity. If you are running short of time, allow ten minutes.

Key points

Topic	Key points	Resources
7:55pm State the aim of the session	"Good evening everyone. We are going to stretch our legs and enjoy a quick activity."	
Possible activities	If space permits, play a physical game	
Ball game or the Units favourite game.	<ul style="list-style-type: none"> • Make a circle on the floor with a rope • Parents and leaders around the outside of the rope with the Scouts and Venturer inside. • Adults have to hit the Scouts and with the ball, but must hit below the waist, • Anyone hit joins the adults team. 	Ball and a long rope
Human bingo	<ul style="list-style-type: none"> • Do some research to find out unusual things about those present • Make up teams of one adult, one Scout and one or more Venturers • Hand out the questionnaire and give each team 10 mins to find people who match the questions. • Possible questions: <ul style="list-style-type: none"> - Used to live in Auckland - Owns a dog - Attended University - Owns a red car - Plays a violin, guitar or banjo - Was a Scout or a Guide - Owns a ride on mower - Loves gardening - Is studying Physics - Can speak Maori, Chinese or French - Plays Golf or Soccer 	A sheet of questions for each team. First team to answer all questions wins.
	" Thank you for taking part. I'm now going to hand you over to	

7. THE VENTURE VERSUS JAMBOREE

The aim of the session

To promote the Venturer and ensure that the new Venturers and their parents understand what it's all about and the associated costs.

Time

Allow 10 minutes for this session

Key points

Topic	Key points	Resources
8:10pm State the aim of the session	"Good evening everyone. I am going to give you a quick explanation of what a Venture is all about and how it compares with a Jamboree"	Create a slide show to illustrate your points.
5 mins	<p>Create a slide show of Venture photographs that display for a maximum of 1 second each.</p> <p>While that is showing, explain the following points:</p> <ul style="list-style-type: none"> • A Venture is a gathering of Venturers from all over NZ, held every 3 years. • The cycle is two Ventures in the North Island and one in the South Island. • About 500 attend, about 100 of these from Australia. • The first 5 days are spent on an expedition, the remaining 4 days are spent in and around the host city or town. • Expeditions include: rafting, cycling, tramping, sailing, kayaking, 4 wheel driving, caving. • Local activities include: sightseeing, crafts, shooting, flying, canoeing, sailing, dances and competitions etc. • It costs about \$..... to attend including transport. 	Alternatively, locate a promo video of the last Venture.
3 mins	<p>A jamboree on the other hand is for the Scout section but Venturers can attend as staff. They can either:</p> <ul style="list-style-type: none"> • Sign on as members of the Youth Services team. This costs about \$..... • Or a Unit including the Leader can sign on to run an offsite base for the 9 days. 	

	This costs about \$.....	
1 min	<p>If the Unit is keen on sailing and rowing, they can also attend a Scout Regatta but have to do so as a Unit, or as a junior leader in the Scout Section.</p> <p>A Scout Regatta is a 5 day competitive water activity event held in either, Lyttleton, Picton, Wellington or Auckland.</p> <p>A Regatta costs about \$..... to attend.</p>	
	I will now hand you over to.....	

8. NATIONAL SCHOOLS

Session Aim

To make the Scouts, Venturers and adults present fully aware of the opportunities Venturers are offered by SCOUTS New Zealand.

Time

15 mins is allowed for this session.

Key points

Topic	Key points	Resources
8:25pm State the aim of the session (1 min)	"Good evening everyone. I am going to give you a quick overview of the National Schools run by SCOUTS New Zealand which are available for Venturers".	Use the Video shows available from the Regional Office for this session.
Resources	There are 4 video shows available to support this session. You won't have time to show them all but plan on showing two.	
Before the video (2 mins)	"SCOUTS NZ have 5 National Schools that run once a year over the School holidays. Some like the Walsh Memorial Scout Flying School is aimed at those looking for a career in aviation. Another of this type is the National Photography School which is run by professional photographers. Others such as the Snow School and the Canoe School are mainly for adventure and new skills".	Information for your presentation is found on the National Scout Website under "National Schools".
National Schools (2 mins)	The Schools are: <ol style="list-style-type: none"> 1. Walsh Memorial Scout Flying School (Matamata) 2. The Photography School (Te Papa Wgtn) 3. The Canoe School (Wanganui River) 4. The Snow School (Mt Ruapehu) 5. The Mountain Craft School (Mt Ruapehu) 6. The Caving School (Waitomo) 	
Show two videos 10 mins	Flying School 20mb 4 mins Canoe School 15mb 4 mins Snow School 10mb 3 mins Mountaincraft School 12mb 2.5 mins	
	I will now pass you to	

9. THE VENTURER AWARD SCHEME

The aim of the session

To make the Scouts, Venturers and Parents aware of the Venturer Award Scheme and the personal benefits of trying to achieve the Gold Level and the Queen's Scout Award.

Time

Allow 10 minutes for the session

Key points

Topic	Key points	Resources
8:40pm Aim of the session (1 min)	"Good evening everyone. I am going to give you a quick overview of the Venturer Award Scheme and Queen's Scout Award."	Use a slide show to illustrate your points.
5 levels (8 mins)	<ol style="list-style-type: none"> 1. The Venturer Badge 2. The Bronze Venturer Award 3. The Silver Venturer Award 4. The Gold Venturer Award 5. The Queens Scout Award – The highest award that can be achieved by youth members in SCOUTS New Zealand. It requires a very high level of self motivation, planning, time management, organisation and self confidence. <p>Give one example of what you personally have had to do for one part of the Award.</p>	Have several award scheme booklets available to hand out. Collect them afterwards.
The rewards (1 min)	"We know from experience that Venturers applying for jobs are far more likely to get an interview if they achieve the Gold Level Venturer Award and or the Queen's Scout Award. It's challenging to achieve, but the results are well worth it."	
Conclusion	"I will now pass you over to our Venturer Leader".	Collect Award Books

10. QUESTIONS AND ANSWERS

Aim of this session

The aim of this session is to answer any questions the Scouts and parents may have so that they leave the Venturing Explained evening fully informed and hopefully willing to join or support the Unit members in the future.

Time

Allow 5 minutes for the session

Key points

Topic	Key points	Resources
8:50pm Aim of the session (1 min)	"Good evening everyone. I am the Venturer Leader for this Unit. I hope you found the various sessions informative and that the Scouts present tonight would like to become members in the future. Please see me or the Unit Chairperson if you would like to join us or would like to come along for a few weeks and get to know us all before making a decision".	VL takes the floor.
5 mins	I am happy to take any questions now or during supper and will do my best to answer them or refer them to other members of the Unit to answer.	We suggest that individual presenters answer questions relating to their topic.
1 min	"I will now hand you over to the Supper Team who will tell you what they have available".	

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